JEOPARDY! is based on the television series produced by Columbia TriStar Television, a Sony Pictures Entertainment company. JEOPARDY! ®
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TIGER ELECTRONICS, INC.
980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

TIGER ELECTRONICS (UK) LLC.
Belvedere House, Victoria Avenue
Harrogate, North Yorkshire HG1 1EL, England.

Printed in Hong Kong

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Model No: 7-581
For Ages 8 and Up

JEOPARDY!®

INSTRUCTIONS

7581IWTIE-2

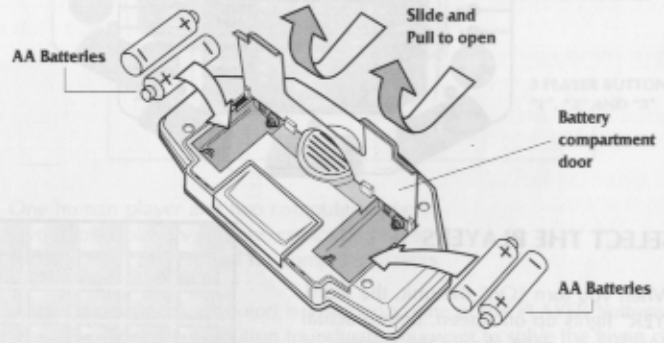
1. WELCOME TO JEOPARDY!

Welcome to Jeopardy! Your game comes complete with an LCD Jeopardy! game board with keypad and game cartridge plus the Jeopardy! booklet. The booklet contains 1,525 multiple choice answers and questions.

You can also purchase additional booklets and cartridges for use with your unit. Each additional cartridge contains over 1,000 multiple choice answers and questions.

2. INSERTING THE BATTERIES

Open the battery door compartment on the back of the unit. Place 4 "AA" (LR6) batteries according to the +/- engravings on the inside of the compartment.

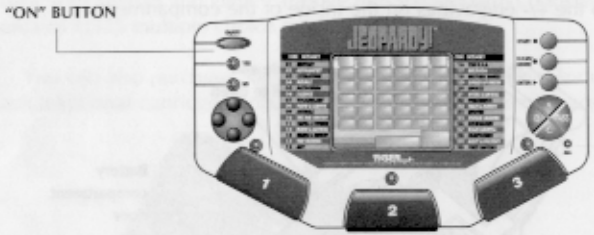


FOUR "AA" BATTERIES

To ensure proper function:
DO NOT MIX OLD AND NEW BATTERIES.
DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.

3. TURN ON THE UNIT

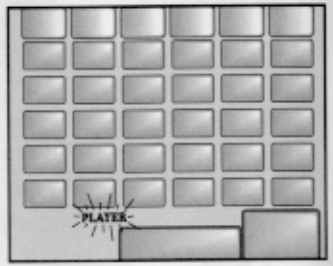
Press the ON button to turn on your unit.



4. SELECT THE PLAYERS

When you turn "On" the unit, the word "PLAYER" lights up on screen. Before actual play begins, you must choose the number of human and computer players.

You have three options. You will choose your option by pressing either the "1", "2" or "3" PLAYER buttons on the unit.



3 PLAYER BUTTONS:
"1", "2" AND "3"

"1" - One human player and two computer players
"2" - Two human players and one computer player
"3" - Three human players and no computer players

Each player (human and computer) is assigned to one of the PLAYER buttons. During play, you will press your button to indicate you want to solve the given clue.

When you "buzz in" first with your button, the light above your button will light up!

Player 1 — green light
Player 2 — red light
Player 3 — yellow light

You are always player 1. If you are playing by yourself, computer players are players 2 and 3. If you have a friend playing with you, he/she is always player 2 and player 3 is a computer player. If you have two friends playing with you, assign one friend as player 2 and the other as player 3. (Remember there are always three players playing—either human or computer players!)

5. THE JEOPARDY! ROUND

AFTER SELECTING YOUR COMBINATION OF HUMAN AND COMPUTER PLAYERS, PRESS THE START BUTTON TO BEGIN THE JEOPARDY! ROUND.

"START" BUTTON

As in the JEOPARDY! television show, there are 3 rounds of play:

The Jeopardy! Round
Double Jeopardy!
Final Jeopardy!

You will hear the familiar Jeopardy! theme music. Two digit numbers corresponding to that round's categories will appear on the top row of the game board. Dollar values for each square will appear on the Jeopardy! game board.

JEOPARDY! GAME BOARD SHOWS CATEGORIES AND DOLLAR AMOUNTS

Surrounding the LCD screen of the Jeopardy! main unit, you will see a "category list" that indicates what each category number stands for.

In the Double Jeopardy! round, six new category numbers will appear and the dollar amounts will double.

In Final Jeopardy!, one category number will appear in the upper left hand corner. This is the category for the Final Jeopardy! answer.

6. USE THE ARROW KEYS TO SELECT A CLUE AND DOLLAR AMOUNT —AND THEN REFER TO THE ANSWER BOOKLET

There are four arrow keys on the left hand side of the keypad.

Player 1 (that's you!) begins play in the Jeopardy! round. Use the four arrow keys to move left, right, up or down to choose a square on the grid. Like the television show, each square represents a dollar amount within a listed category.

When you reach the square of your choice, press the ENTER button to confirm this choice.

Once you press "ENTER", the chosen square will flash momentarily, then an ANSWER NUMBER will appear in the LOWER RIGHT HAND corner of the screen. This answer number corresponds to the Jeopardy! clue in the Jeopardy! booklet. Now turn to the Jeopardy! booklet and look up the corresponding answer number for the Jeopardy! clue.

Be sure the Jeopardy! booklet is placed on its easel so that all players have equal access to it.

BOOKLET EASEL

As an example, if the number in the answer box were #643, then all players would look up answer #643 in the booklet. Three Jeopardy! questions are given for each answer in the booklet. Only one question (A, B or C) is correct.

As in the television show, when players think they know the correct Jeopardy! question, they use their player button to "buzz in"! ALL players in the game are eligible to respond to each clue.

The first player to buzz in is given the opportunity to respond first.

No player may buzz in for a period of 10 seconds to allow all players a chance to review clues and responses in the Jeopardy! booklet. After the 10 second period, the lights above the players' buttons will go out signaling that players can now buzz-in.

If you "buzz in" first, your player light will light up. (RED, GREEN or YELLOW)

Respond quickly—because your friends and the computer players are all pretty smart!

7. RESPONDING: PRESS A, B, OR C...PLUS ENTER.

When you ring in first, your light will go on, and you then have 10 seconds to respond. You give your choice by pressing A, B or C and then pressing ENTER.

As soon as you press A, B, or C, the unit will announce your choice. So if you press "B", the unit will announce "B"! After the unit announces your choice you must then press the ENTER button.

"ENTER" BUTTON

RESPOND BY PRESSING A, B OR C

HOW TO PLAY

After pressing the ENTER button, the unit will announce either "YES" (if you are correct) or "NO" (if you are incorrect).

When you respond correctly, you earn the dollar amount of the square and also earn the right to use the arrow keys to select the next square.

If you respond incorrectly, the dollar amount is deducted from your score and then the remaining players have 10 additional seconds to "buzz in" by pressing their player buttons.

If the second player rings in and responds correctly, he/she is awarded the dollar amount and he/she chooses the next square. If the second player responds incorrectly, the dollar amount is also deducted from his/her score and the third player rings in and has 10 seconds to respond. If the third player is correct, he/she is awarded the dollar amount of the square and chooses the next square. If incorrect, the appropriate deduction will be made.

Of course, if no player responds correctly, the unit will automatically give the correct response.

If you make a mistake when pressing A, B or C, simply press the CLEAR button before pressing ENTER. Then enter the response you intended to select (A, B, or C) and press ENTER.

If no player buzzes in within 60 seconds, the Jeopardy! unit itself will audibly give the correct response! (A, B or C)

If players are clearly stumped on an answer and want to quickly move on, they may press the PASS button. Then the Jeopardy! unit will instantly announce the correct response!

8. DAILY DOUBLE

In the process of selecting squares, one DAILY DOUBLE will appear in the Jeopardy! Round and two DAILY DOUBLES will appear in Double Jeopardy! When a DAILY DOUBLE appears, the wager box in the bottom center of the screen will also light up.

HOW TO PLAY

WAGER BOX: USE THE ARROWS TO SCROLL UP AND DOWN THE AMOUNT YOU WISH TO WAGER. YOU MUST WAGER IN $100 INCREMENTS.

With DAILY DOUBLES, you respond to the clue in the same way, but you use the arrows to scroll UP and DOWN the amount you want to bet on the question.

In the Jeopardy! Round, you may bet any or all of the money you have accumulated. If the total is less than $500, you may wager any amount up to $500.

In Double Jeopardy!, you may bet any or all of the money you have accumulated. If the total is less than $1000, you may wager any amount up to $1000.

In either round, at least $100 must be wagered.

When deciding how much you want to wager on a DAILY DOUBLE, you may wish to review the scores of all the players. (If you're behind, you may want to wager more to catch up or if you're far ahead, maybe you want to wager more conservatively—but it's up to YOU!!!)

To review scores when the WAGER BOX appears, you can press the SCORE button, and all three players' scores will appear consecutively on screen to help you formulate your wagering strategy!

9. DOUBLE JEOPARDY!

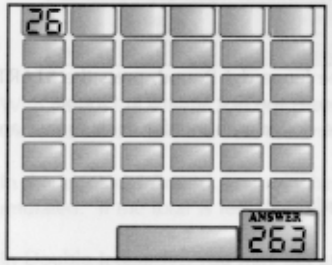
After all the clues have been revealed in the Jeopardy! Round, press the START button to begin Double Jeopardy! Player 2 chooses the first square in Double Jeopardy! There are six new categories and the dollar amounts for each square are doubled.

All players proceed through Double Jeopardy!

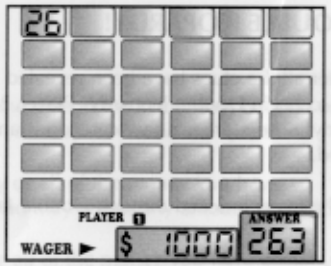
10. FINAL JEOPARDY!

After all the clues have been revealed in Double Jeopardy!, press the START button to begin Final Jeopardy! Only players who have positive scores at the end of Double Jeopardy! are eligible to play Final Jeopardy!

In Final Jeopardy!, one number will appear in the far left category square. That number corresponds to the Final Jeopardy! category. The Wager Box will also light up.



ONE CATEGORY



WAGER BOX

Based on your knowledge of the Final Jeopardy! category and the other players' scores, use the directional arrows to scroll the amount of money you wish to bet. Remember that when the Wager Box appears, you may press the SCORE button to consecutively view the scores of all players prior to making your wager! You may bet any or all of your money—from everything you've accumulated, all the way down to

no money ($0) (All wages must be made in increments of $100).

After placing your wager, the answer number will appear in the lower right hand corner of the Jeopardy! game board. You then have 90 seconds to give your response (by pressing A, B, or C and then pressing ENTER). During Final Jeopardy!, the unit will not audibly announce your choice of A, B or C.

BE SURE NO OTHER PLAYERS ARE WATCHING WHEN YOU PLACE YOUR WAGER AND MAKE YOUR RESPONSE!

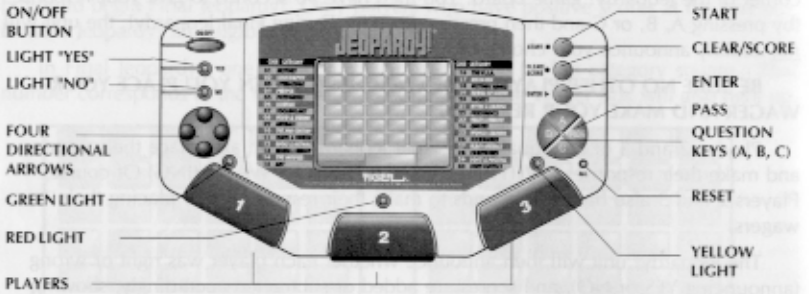
Players 2 and 3 (if they qualify for Final Jeopardy!) then also place their wagers and make their responses. (WITHOUT OTHER PLAYERS WATCHING) Of course, Players 2 and 3 also have 90 seconds to make their responses after placing their wagers!

The Jeopardy! unit will then announce whether each player was right or wrong (announcing YES or NO), and scores are added or subtracted accordingly, showing the final scores.

11. THE JEOPARDY! CHAMPION

The player with the highest score after Final Jeopardy! is the Jeopardy! champion. Final scores for all players will briefly display on screen, starting with "PLAYER 1" then "PLAYER 2" and finally "PLAYER 3". Then the player number (for example, "PLAYER 1") for the winner and "WIN" will briefly light up identifying this player as the new champion!

12. CONTROL GUIDE



ON/OFF
- — to turn on the unit
- — to turn off the unit

PLAYER (always a 3 player game)
- — to choose the number of human players in a game
- — for players to activate their lights indicating they wish to respond to the clue

FOUR DIRECTIONAL ARROWS "<", ">", "^", "v"
- — to choose the dollar amount box for each question
- — to scroll dollar amounts into the WAGER BOX for Daily Double and Final Jeopardy!

ENTER
- — to confirm the selection of the dollar amount box
- — to confirm dollar amount in WAGER BOX
- — to confirm choice (A, B, C)

QUESTION KEYS (A, B, C)
- — to select the question which the player believes correct

PASS
- — to "give up" the current answer

CLEAR/SCORE
- — to undo the question choice pressed before re-entering
- — to show all players' scores when Wager Box appears

START
- — to start the game after selection of number of human players

RESET
- — to reset the unit in the event of a malfunction

CONTROL GUIDE

5 LIGHTS

— "YES"
When player answers correctly, in addition to the unit saying "YES!", the "YES" light lights up

— "NO"
When player answers incorrectly, in addition to the unit saying "NO!", the "NO" light lights up

— GREEN LIGHT
When PLAYER 1 presses his/her PLAYER button first, the green light lights up

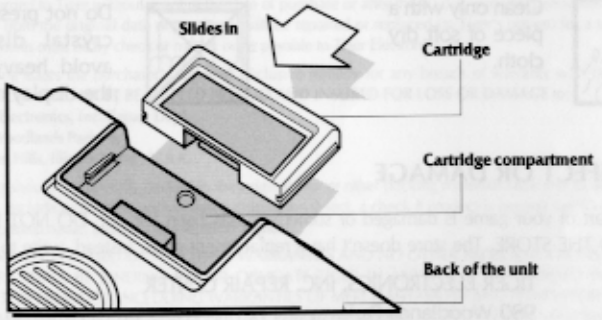
— RED LIGHT
When PLAYER 2 presses his/her PLAYER button first, the red light lights up

— YELLOW LIGHT
When PLAYER 3 presses his/her PLAYER button first, the yellow light lights up

PLEASE NOTE: All lights above the Player buttons will remain lit for a period of 10 seconds to allow all players a chance to review clues and responses in the Jeopardy! booklet. After the 10 second period, lights above the players' buttons will go out signaling that players can buzz-in.

13. INSERTING THE CARTRIDGE

When inserting the cartridge, make sure the label is facing up as you insert the cartridge into your unit.



OBSERVE THE ARROWS WHEN INSERTING

14. CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

15. DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS, INC. REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number and tell us briefly what the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

16. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$12.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product. All product returned **MUST BE SHIPPED PREPAID AND INSURED FOR LOSS OR DAMAGE** to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.